

**Amendments to the claims**

1-11 (Cancelled).

12 (Currently amended): A method for marketing digital content ~~on a personal computer,~~  
comprising ~~the steps of:~~

- a) ~~providing on the personal computer a pre-stored inventory containing a plurality of~~  
assets storing an inventory of assets in a hard drive of a personal computer prior  
to delivery of said personal computer to a user, wherein said assets are instances  
of the digital content and are protected from unauthorized use by a digital wrapper  
requiring at least one key for unwrapping;
- b) subsequent to said delivery of said personal computer to said user, displaying on the  
personal computer information about said inventory;
- c) ~~accepting from a user of the personal computer~~ a selection representing a particular  
said asset from said user;
- d) transmitting money representing payment for said selection and an identifier  
associated with said selection from the personal computer to a clearing house, via  
a communications system;
- e) receiving at least one key associated with said selection at the personal computer; and
- f) unwrapping said digital wrapper protecting said selection using all said keys required  
for said selection.

13 (Currently amended): The method of claim 12, wherein:

step said (e) ~~includes the sub-steps of:~~

- 1) receiving at the personal computer a first said key from said clearing house;
- 2) transmitting from the personal computer said first said key to a master server,  
via said communications system; and
- 3) receiving back at the personal computer a second said key from said master  
server.

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14 (Currently amended): The method claim 12, wherein **step said** (b) through said **step said** (f) are performed using a graphical user interface **that** presents said assets metaphorically as merchandise and units of service in aisles of stores.

15 (Original): The method of claim 12, wherein said graphical user interface further presents said stores metaphorically as a member of the set consisting of villages, town squares, shopping centers, and malls.

16-25 (Cancelled).

26 (New): A system for marketing digital content to a user on a personal computer, comprising:  
a hard drive installed in the personal computer, wherein an inventory of assets are stored in said hard drive, said assets are instances of the digital content, and said assets are protected from unauthorized use by a digital wrapper requiring at least one key for unwrapping;  
a logic in the to the personal computer to:  
display information about said inventory to the user;  
accept a selection by the user of a particular said asset;  
receive all said keys required for unwrapping said selection; and  
unwrap said digital wrapper protecting said selection.

27 (New): The system of claim 27, wherein:  
said hard drive is installed by a manufacturer of the personal computer with said inventory already pre-stored therein.

28 (New): The system of claim 27, wherein:  
the personal computer includes a communications unit; and  
said logic is further to:  
transmit money representing payment for said selection and an identifier associated with said selection, via said communications unit to a remote

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location; and

receive at least one of said keys required for unwrapping said selection, via said communications unit from said remote location.

29 (New): A unit for use in marketing digital content to a user of a personal computer, comprising:

a hard drive for installation into the personal computer, wherein:

an inventory of assets are stored in said hard drive;

said assets are instances of the digital content, wherein at least one said asset is an executable software that is pre-configured to run from said hard drive once it is installed in the personal computer; and

said assets are protected from unauthorized use by a digital wrapper requiring at least one key for unwrapping.

30 (New): The system of claim 29, wherein:

said hard drive includes a client logic that is installable into the personal computer, wherein said client logic is to:

display information about said inventory to the user;

accept a selection by the user of a particular said asset;

receive all said keys required for unwrapping said selection; and

unwrap said digital wrapper protecting said selection.

31 (New): The system of claim 30, wherein said client logic is further to:

transmit money representing payment for said selection and an identifier associated with said selection, via a communications unit to a remote location; and

receive at least one of said keys required for unwrapping said selection, via said communications unit from said remote location.